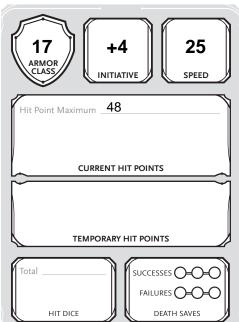


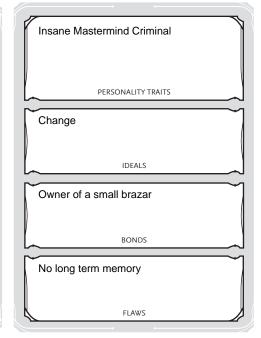
SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES







Gaze of Forgetfulness. Able to penetrate the subconscious an enemy through his gaze and thereby cause the enemy to forget ever seeing Dr. Scribbles.

Gnome CunningYou have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Natural Illusionist. See the Players Handbook for details.

Speak with Small Beasts. See the Players Handbook for details.

Sneak Attack. You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

Thieves' Cant. During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Cunning Action. Your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Master of Intrigue. See Sword Coast Adventurer's Guide for details

Master of Tactics. See Sword Coast Adventurer's Guide for

Wild Magic Surge. See the Players Handbook for details.

Tides of Chaos. See the Players Handbook for details.

FEATURES & TRAITS

EQUIPMENT

Languages.Gnomish, Elvish, Abyssal, Celestia Common, Undercommon, Halfling

WeaponSimple, Crossbow hand, Longsword, Rapier, Shortsword

Armor.Light

Tools. Disguise kit, Jewelers tools, Playing card set, Land, Forgery kit, Lute, Thieves

